

**AMENDMENTS TO THE CLAIMS**

1 - 40 (cancelled)

41. (new) An interaction of characters in a virtual space of an entertainment game; the interaction comprising:

    a first character disposed in the virtual space and having a first parameter;  
    a second character disposed in the virtual space and having a second parameter; the second character representing a shadow of the first character, the second parameter being responsive to a change in the first parameter.

42. (new) The interaction of claim 41 wherein the first character and second character are in shadow contact with each other.

43. (new) The interaction of claim 41 further comprising a first item acquired by the first character and a second item acquired by the second character, the second item having a shape similar to the shape of the first item but being different.

44. (new) The interaction of claim 41 wherein when the first parameter is changed to be one of decreased and slightly increased, the second parameter is changed to be one of increased and considerably increased.

45. (new) The interaction of claim 41 wherein when the first parameter is changed to be one of increased and considerably increased, the second parameter is changed to be one of decreased and slightly increased.

46. (new) The interaction of claim 41 wherein the first parameter comprises a first level and the second parameter comprises a second level.

47. (new) The interaction of claim 41 wherein the first parameter comprises a first number of points and the second parameter comprises a second number of points.

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48. (new) An interaction between game characters in a virtual space of an entertainment game, the interaction comprising:

- a hero character disposed in the virtual space and having a first parameter;
- a shadow character disposed in the virtual space and having a second parameter, the shadow character being a shadow of the hero character, the second parameter being responsive to a change in the first parameter.

49. (new) The interaction of claim 48 further comprising a first acquired item associated with the hero character and a second acquired item associated with the shadow character, wherein when the first acquired item has a low lethality for killing a third character the second acquired item has a high lethality for killing the third character.

50. (new) The interaction of claim 48 further comprising a first acquired item associated with the hero character and a second acquired item associated with the shadow character, wherein when the first acquired item has a high lethality for killing a third character the second acquired item has a low lethality for killing the third character.